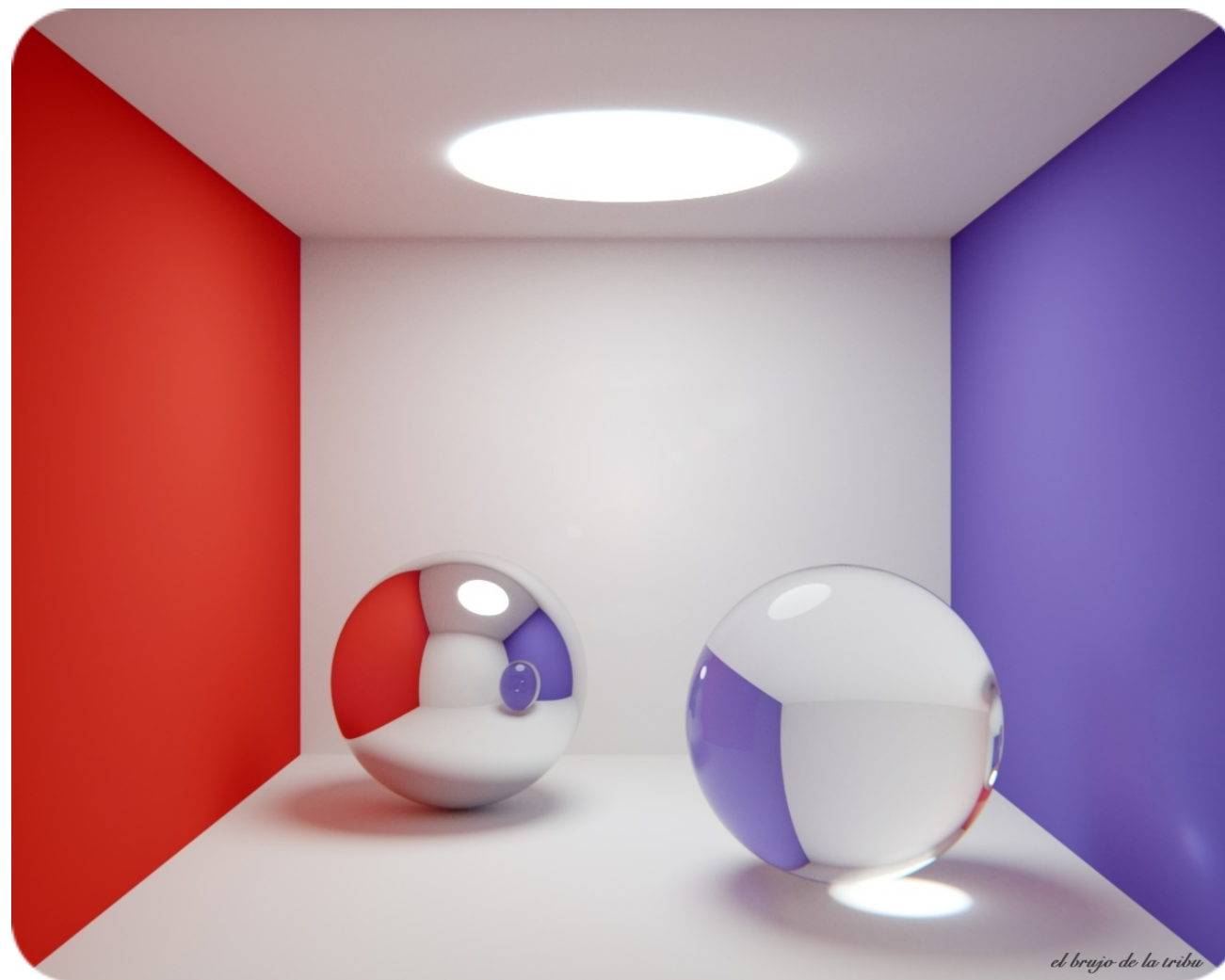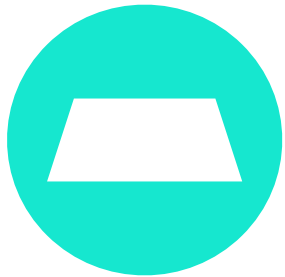# Physically Based Raytracer

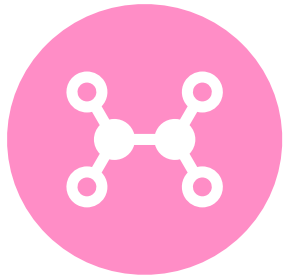# Why ?

Increase our graphics computer skills

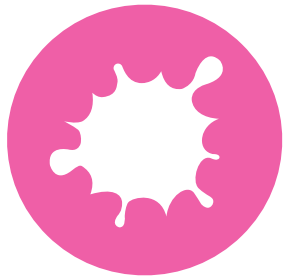Work on a lower level than we used to

Produce photo realistic images

How ?

Without any graphic lib dependencies

By writing our computed pixel into an image

And using some path tracing algorithms

After ?

Real time rendering

Continue to increase our graphics computer skills
with real time rendering thanks to OpenGL or Vulkan API.

Thanks